



RULES

BUT
WAIT!



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READ THIS FIRST

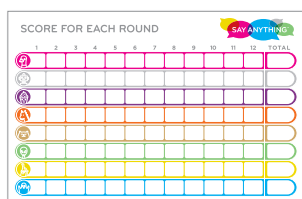
Say Anything is a freewheeling game filled with questions that have absolutely no right answers. So relax and say anything you want. The game will go in any direction you choose to take it.

SETUP

- 1 Each player gets a dry erase pen, an answer board, and two tokens of the same color as their answer board.



- 2 Choose a player to keep score. This player gets the scoreboard and will write down the scores after each round.



- 3 The youngest player starts as the first Judge.

HOW TO PLAY

1 The Judge asks a question.

The Judge draws a question card, chooses ANY question from the card, and reads it out loud.

4 What word is the most fun to say?

5 Never come home with a bag full of _____.

2 Everyone else writes an answer.

Everyone else writes an answer on their answer board. As soon as you finish writing your answer, place it face up on the table.



NOTE: If two players write the same answer, then only the first answer placed on the table counts. The other player must write a new answer. The Judge resolves any debate about which answer came first.

3 The Judge secretly picks their favorite answer.

Once all the answer boards are face up on the table, the Judge secretly picks their favorite answer.

The Judge uses the back of their answer board to check the icon that corresponds to their favorite answer. The Judge then places their answer board down on the table, so that no one else can see which answer they picked.



Blue is the Judge and has secretly picked Green as their favorite answer.

4 Everyone else guesses which answer the Judge picked.

Everyone except the Judge uses their two tokens to guess which answer the Judge picked. You can either:

- Place both tokens on the same answer (see Purple tokens) OR
- Place each token on a different answer (see Pink and Green tokens).



NOTE: You can place tokens on your own answer, but you don't have to.

5 The Judge reveals their favorite answer.

After everyone places their tokens, the Judge reveals their favorite answer by turning over their answer board and showing which answer they picked.

6 The Score Keeper scores the round.

Write each player's score for the round on the scoreboard.

- You get 1 point if you wrote the Judge's favorite answer.
- You get 1 point for each token you placed on the Judge's favorite answer.
- The Judge gets 1 point for each token placed on their favorite answer, up to a maximum of 3 points.

NOTE: The maximum that any player (including the Judge) can score in a round is 3 points.



Pink gets 1 point for placing 1 token on the Judge's favorite answer.









Purple gets 2 points for placing 2 tokens on the Judge's favorite answer.

Green gets 2 points, 1 point for writing the Judge's favorite answer AND 1 point for placing 1 token on it.

Blue (the Judge) gets 3 points. 4 tokens were placed on their favorite answer, but they can only score a max of 3 points.

Scoring Example

Blue is the Judge and has picked Green as their favorite answer.

SCORE FOR EACH ROUND						
	1	2	3	4	5	6
	1					
						
	2					
						
						
	2					
						
	3					

7 The player to the Judge's left becomes the next Judge.

Take back your tokens and answer boards. Erase your answer boards.

The Judge passes the question cards to the left. This player becomes the next Judge (start over at Step 1).

8 The player with the most points wins.

The player with the most points after 12 rounds wins the game. If there's a tie, all tied players share the win.

FAQs

What if two answers are similar? The Judge decides if they are the same answer or different answers. If the Judge decides they are the same, only the first answer placed on the table counts and the other player must write a new answer.

How do the fill-in-the-blank questions work? When the Judge reads a fill-in-the-blank, everyone else answers by completing the blank part of the sentence. You may fill in the blank with as many words as you want.

Can I lobby the Judge to pick my answer? Yes! You can try to get the Judge to pick your answer. That's part of the fun!

Can I change my answer once it's on the table? Only if someone else is still writing an answer.

What if I can't think of an answer? If you really can't think of anything to write, then you don't have to write an answer. You can still score points by guessing which answer the Judge picked!

Ever wonder what goes into designing games? Check out our blog on game design and the hidden reasons why some things are fun and some aren't:

THE SECRET LIFE OF FUN

NorthStarGames.com/blog

MEET THE DESIGNER



Satish Pillalamarri used to feel trapped working at a New York hedge fund, but appearing as a Jeopardy! contestant helped him rediscover his passion for fun and games. He teamed up with his buddy Dominic and turned a free-form game that he used to play with his college friends into Say Anything™.

Game Designers: Satish Pillalamarri & Dominic Crapuchettes

Lead Developers: Satish Pillalamarri & Matt Mariani

Graphic Designer: Kelly Cooper Kwoka

Game Designer Illustration: Ali Douglas

Question Writing/Playtesting/Production: Satish Pillalamarri, Matt Mariani, Luke Warren, Dominic Crapuchettes, Bruce Voge III, Kristen Rahman, Rick Butler, Apinya Ramakomud, Ben Goldman, Nick Bentley, Nicole Marino, Steve Crook, Edoardo Kulp

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